

fastened to the upper or bottom sheet along or adjacent to a respective longitudinally extending side extremity of the article and having a free sealing edge facing towards a wearer, wherein only said sealing edge is treated with a non-adhesive sealing medium which, in use, at least partly fills out any through-penetrating pores which are formed between said sealing edge and an abutment part of a wearer's skin, and/or which, when the article is donned, smears said abutment skin part and thereby increases a liquid-skin wetting angle.

23. (New) The absorbent article according to claim 22, wherein said sealing edge is coated with said sealing medium in an amount sufficient to both partly fill out any through-penetrating pores and to smear said abutment skin part.

24. (New) An absorbent article that includes longitudinally extending side extremities, an absorbent body disposed between a liquid-impermeable bottom sheet, which is intended to lie distal from a wearer in use, and a liquid-permeable upper sheet, which is intended to lie proximal to a wearer, and above the upper sheet, an essentially liquid-impermeable top sheet which is intended to lie against a wearer, and which includes elastic for shaping the article to a wearer's body, and includes apertures intended to lie in register with an anus and a urethra orifice of a wearer, around which apertures elastically puckered sealing edges are disposed in the top sheet;

wherein only said sealing edges are treated with a non-adhesive sealing medium which, in use, at least partly fills out any through-penetrating pores which may be formed between said sealing edges and an abutment part of a wearer's skin, and/or which, when the article is donned, smears said abutment skin part and thereby increases a liquid-skin wetting angle.

25. (New) The absorbent article according to claim 24, wherein said sealing edges are coated with said sealing medium in an amount sufficient to both partly fill out any through-penetrating pores and to smear said abutment skin part.